EA SPORTS™

KNOCKOUT KINGS™ 2002

TEEN
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CONTENT RATED BY ESRB

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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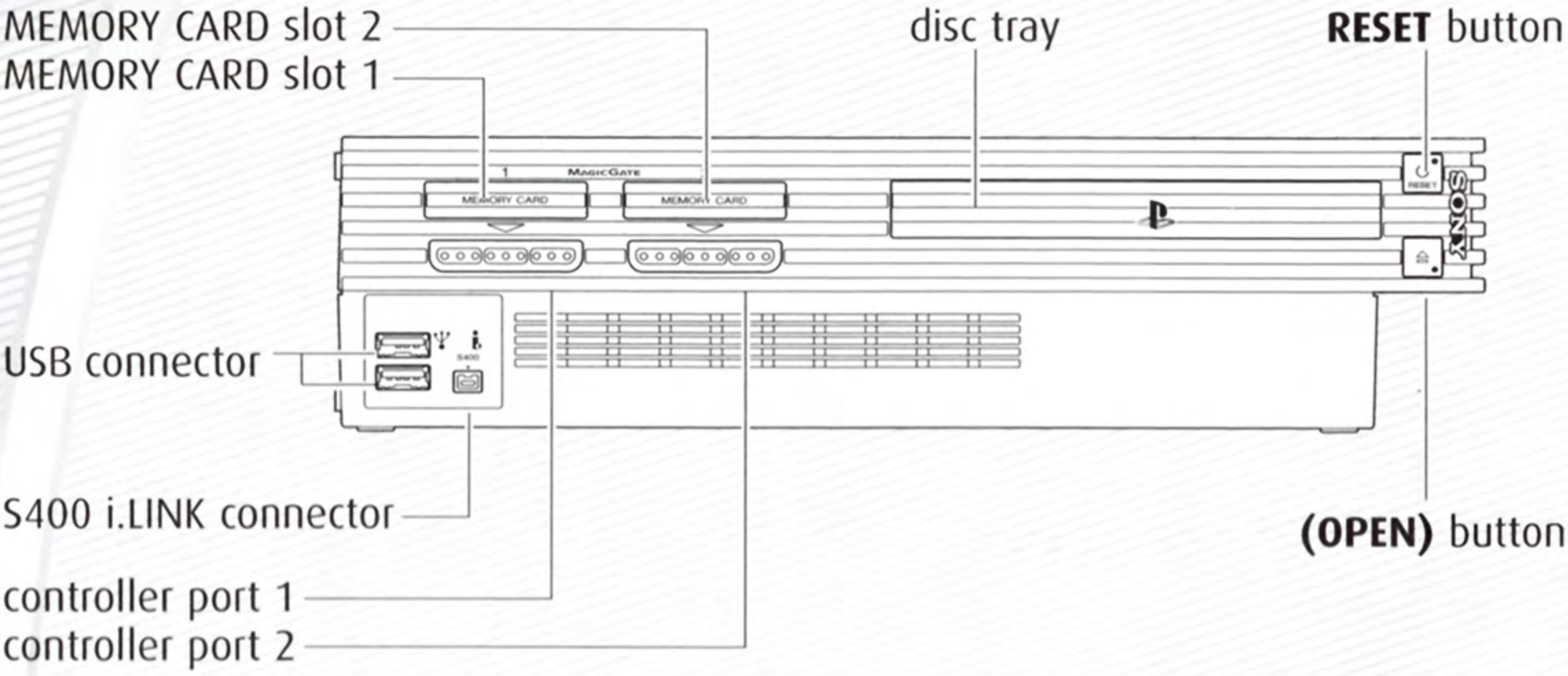
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

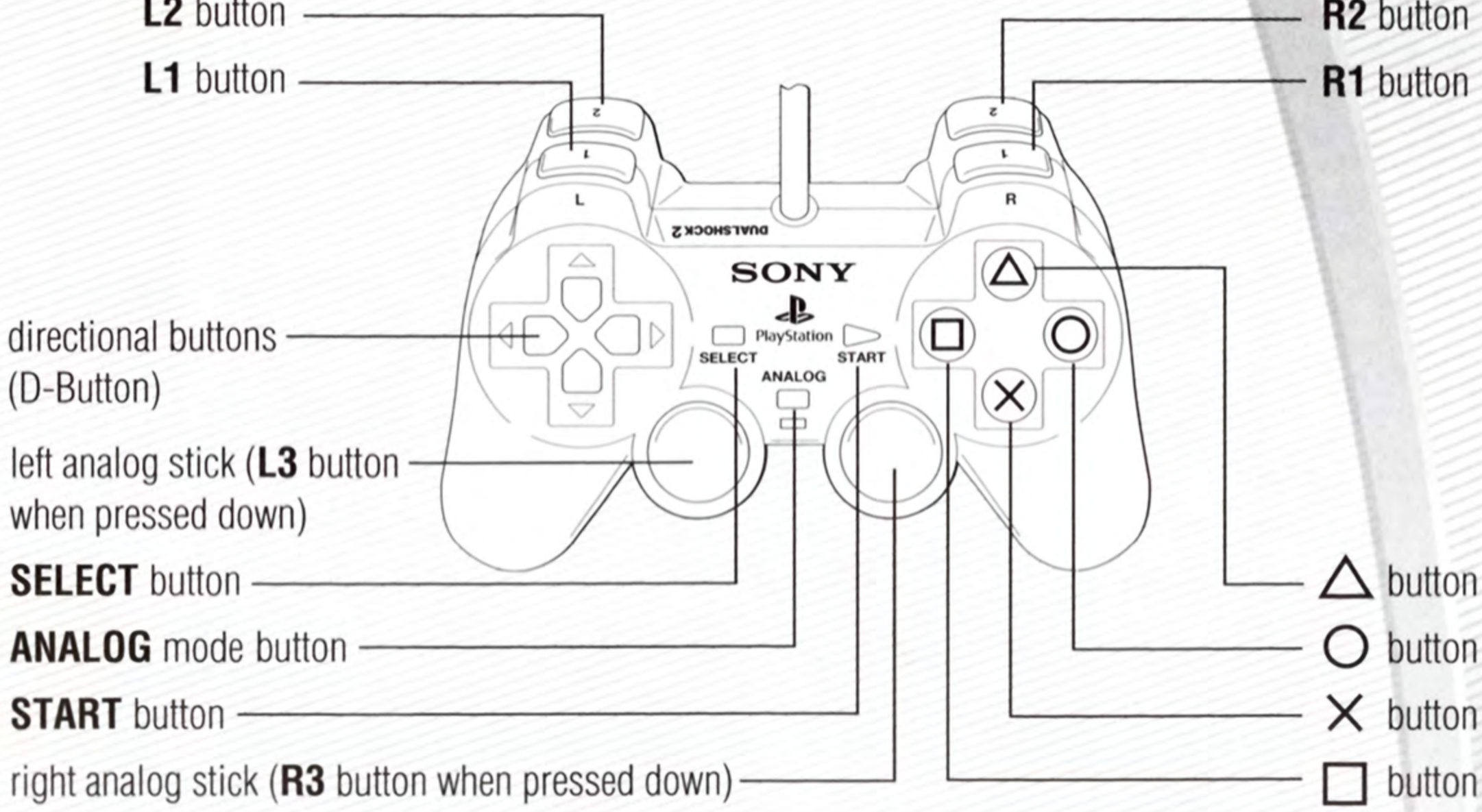


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Knockout Kings™ 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

EA SPORTS KNOCKOUT KINGS 2002

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Button or left analog stick ↕
Change highlighted item	D-Button or left analog stick ↔
Select/Go to next screen	✖ button
Return	▲ button
Help screen	■ button

BASIC CONTROLS

Step in the ring and use these controls to get familiar with the basic *Knockout Kings 2002* jabs, crosses, hooks, and more.

ACTION	COMMAND
Move boxer	left analog stick (full move)
Bob and weave	left analog stick (slight move)
Left hook/Right hook	✖ button / ● button
Jab	■ button
Straight right	▲ button
Block	**L1** button

✧ In addition to these basic moves, *Knockout Kings 2002* includes many other moves you control—uppercuts, taunts, illegal blows, etc. For more information about basic gameplay controls, ➢ *Complete Game Controls* on p. 6.

INTRODUCTION

Knockout Kings 2002 is pound for pound the greatest boxing video game of all time. Topped by the Greatest Of All Time, Muhammad Ali, *Knockout Kings* swings at you with all the emotion and drama of a championship bout. Take your shot at the title with *Knockout Kings 2002*—STILL the undisputed champion of the world.

FEATURES:

- **45 boxers ready to knock you out:** Go toe-to-toe against Ali, Lennox Lewis, Felix Trinidad, Oscar De La Hoya, Sugar Ray Robinson and more.
- **Eight venues:** Select from eight different boxing venues including Caesars Palace in Las Vegas and England's Wembley Arena.
- **Create a Player:** Develop a fighter or adopt a champion and bring him up through the ranks in Career mode.
- **Multiplayer Tournament mode:** Go head-to-head against four or eight opponents vying for the championship belt.

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

COMPLETE GAME CONTROLS

Become boxing's most feared and respected fighter by mastering every punch, counter, and knockout blow.

RING CONTROLS

MOVING

ACTION	COMMAND
Move boxer around the ring	left analog stick (full move)
Bob and weave	left analog stick (slight move)

PUNCHING

ACTION	COMMAND
Left hook/Right hook	✖ button / ● button
Jab	■ button
Straight right	▲ button

OTHER MOVES

ACTION	COMMAND
Uppercut modifier	**R1** button
Block	**L1** button
Low blow	**L2** button
Special move	**R2** button
Taunt	**SELECT** button/**L3** button
Illegal backhand	**R3** button
Pause game	**START** button

NOTE: Southpaw Boxers—The default controls shown in this manual are for right-handed boxers. The difference when fighting with a southpaw (left-handed boxer) is that the punching buttons perform opposite actions. When fighting as a southpaw, press the ● button to throw a **left hook** and the ✖ button for a **right hook**.

ADVANCED MOVES

Advanced moves truly master the sweet science of boxing.

MOVING YOUR BOXER AROUND THE RING

With a full move of the left analog stick you can move your boxer around the ring during the fight. A full move allows you to attack your opponent or back away when in trouble. You can also cut off the ring to the left or right when fighting aggressively.

Left analog stick with a full move

Move toward opponent	left analog stick ⇑ (Full move)
Back away from opponent	left analog stick ⇓ (Full move)
Circle the ring to the left/right	left analog stick ↔ (Full move)
Lunge	left analog stick (double move in any direction)

EA TIP

Muhammad Ali

Keep moving in the ring. Your success on defense depends on dodging, leaning, and knowing when to step away from your opponent.

MOVE BOXER'S UPPER BODY WHEN FIGHTING TOE-TO-TOE

With a slight move of the left analog stick you can adjust your boxer's upper body when fighting toe-to-toe. By slightly moving the left analog stick your boxer keeps his upper body moving—dodging punches and lunging for power—while holding his position in the ring.

Left analog stick with a slight move

Duck/Crouch	left analog stick ⇑ (slight move)
Lean back	left analog stick ⇓ (slight move)
Bob left/right	left analog stick ↔ (slight move)

EA TIP

Lennox Lewis

On offense, set your opponent up with a stiff jab and then finish him off with a hook, or a nasty uppercut.

SETTING UP A MATCH

Lace up the gloves, throw in the mouthpiece, and get in the ring. Set the stage for boxing's biggest showdown from the Main menu.

➲ To access the Main menu, press the **START** button after the *Knockout Kings 2002* intro video.

NOTE: Default options are listed in bold in this manual.

MAIN MENU

From the Main menu, you can get into the ring in PLAY NOW mode, select an advanced game mode, adjust game rules and options, or go "Inside EA SPORTS."

Skip the preliminaries and get into the ring

Choose a game mode

Get the inside scoop on EA SPORTS

Set the rules, adjust your audio/video settings, or access a memory card (8MB) (for PlayStation®2)

QUICK START: Skip all the pre-fight details and jump into the ring *now*. Choose PLAY NOW from the Main menu and step into the ring for a 12-round battle for supremacy.

NOTE: In Play Now mode, the boxers default to the match-up from your last Exhibition bout.

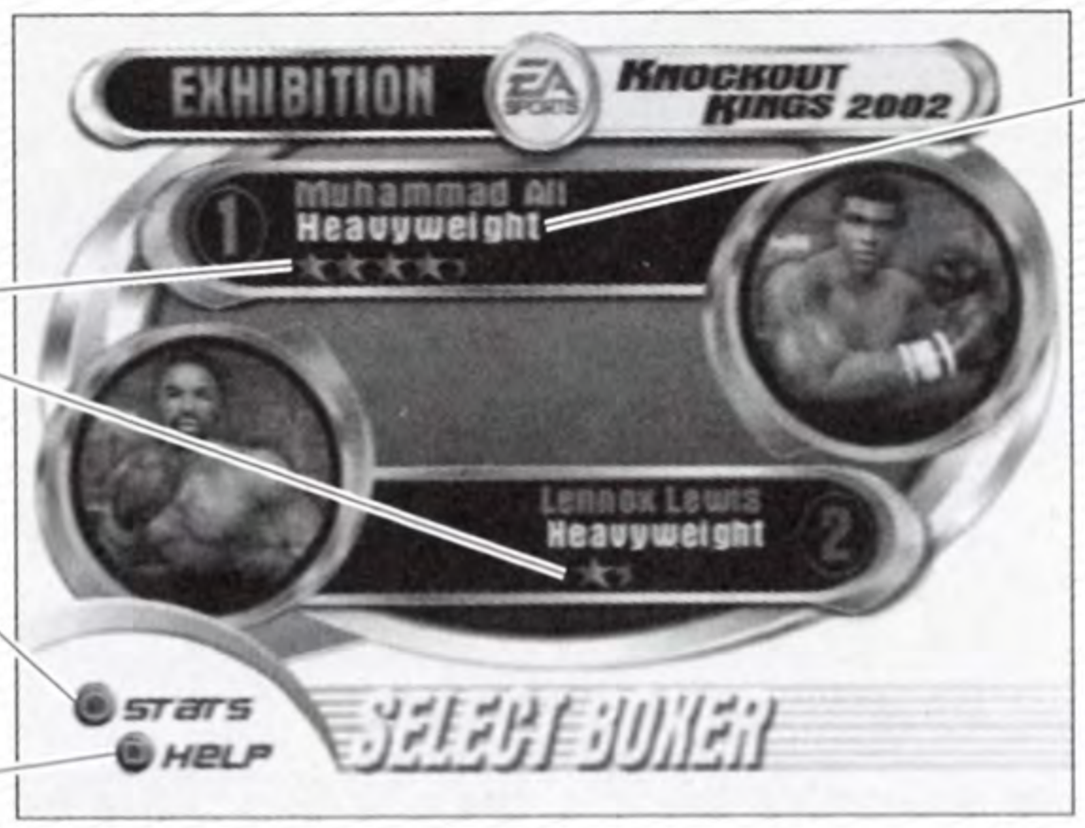
INSIDE EA SPORTS: Choose Inside EA SPORTS from the Main menu and "get in the game."

CREDITS: Find out who made *Knockout Kings 2002* the undisputed champion of the world.

SEASON PREVIEW™: Take an inside peek at the all-star lineup from EA SPORTS for 2002.

STARTING AN EXHIBITION FIGHT

Go toe-to-toe against some of boxing's greatest fighters. 45 boxers are available for you to fight in three different weight classes—any one of them can knock you out.



Boxer ratings

Press the ● button to review boxer stats

Press the ■ button to access the Help menu

Press the D-Button ↔ to select a fighter in the Heavyweight division

Press the D-Button ↕ to select a boxer from the Middleweight or Lightweight divisions

➲ Press the ✖ button to select your opponent.

To start an Exhibition fight:

1. From the Main menu, highlight MODES and press the ✖ button. The Modes menu appears.

2. Highlight EXHIBITION and press the ✖ button. The Select Boxer screen appears.

3. Press the D-Button or press the left analog stick ↕ to select a weight class (LIGHTWEIGHT, MIDDLEWEIGHT, **HEAVYWEIGHT**).

4. After you select a weight class, press the D-Button or press the left analog stick ↔ to choose a boxer in that division. Press the ✖ button to select that boxer for the upcoming fight.

➲ To view a boxer's stats, press and hold the ● button.

EA TIP

Oscar De La Hoya

Try to look for patterns in the way your opponent attacks. If you can figure out his fight plan, you're on your way to a victory. You'll also have to change your tactics against different opponents. Taking the same approach won't work against every fighter.

5. Choose an opponent (or Player 2 can choose a boxer for a two player fight by pressing the **START** button) by following steps **3** and **4**, then press the ✖ button to advance to the Select Arena screen.

6. To select an arena, press the D-Button or press the left analog stick ↔ and then press the ✖ button to select the desired arena. The Controllers screen appears.

7. To choose a boxer, press the D-Button or press the left analog stick ↔ and position the controller icon under the desired boxer's name.

✧ For a one-player fight, leave a controller icon in the middle and the CPU will control the unassigned fighter.

8. Press the ✖ button to advance to the ring.

EA TIP

Sugar Ray Robinson

Study your opponent's stats before starting the fight. See what his strengths and weaknesses are and use this to your advantage.

INSIDE THE ROPES

Fight with discipline (because swinging wildly won't win you any titles). Connect with the open shots at your opponent's head, pound the body, and back out of trouble if you're feeling the heat.

GAME SCREEN

Health Meter: This displays the damage your fighter can take before he'll be knocked down

Stamina Meter: the Stamina Meter shows how much stamina you have left. Avoid low stamina to ensure your fighter's health recovers at its normal rate

Round Counter/ Clock

NOTE: Health Meters default to **OFF**. To fight with the Health Meters onscreen, you must turn them ON from the Pause menu or Options menu.

FIGHT TO THE FINISH

- **End Of Round:** At the end of each round an intermission plays showing round highlights or ring card girls. To skip the intermissions, press the ✖ button between every round.
- To go directly to the next round, press the ✖ button.
- **Knockdown:** When a fighter gets knocked down, the referee begins the 10 count. Your boxer picks himself up off the canvas automatically, if he can manage before the Ref counts him out.

EA TIP

Joe Frazier

The more efficiently you use your punches the better your fighter performs in the fight. In other words, don't waste your stamina on wild punches.

➲ To pick yourself up off the canvas with Auto KO Recovery OFF (➢ *Options* on p. 21), tap the ✖ button repeatedly. Fill the knockdown meter before the 10 count and you're back in. If you fail to fill the meter before the 10 count, the fight is stopped.

✧ **End Of Fight:** After the judges tally the final scores, the winner is announced. The Final Stats screen then appears, displaying the final punch totals for the bout.

PENALTIES/STOPPAGES

Watch the low blows and other cheap shots. If the referee catches you, he'll warn you at first and then penalize you with each following infraction. Rack up too many penalties and he'll disqualify you.

✧ The referee can also stop the fight if a boxer is cut and bleeding too much.

PAUSE MENU

If the action is getting too intense, take a break and pause the game. The Pause menu also allows you to change the fight camera angle, view a replay of the last few blows, or stop the fight.

➲ Press the **START** button during the bout to access the Pause menu.

➲ To change an option from the Pause menu, press the D-Button.

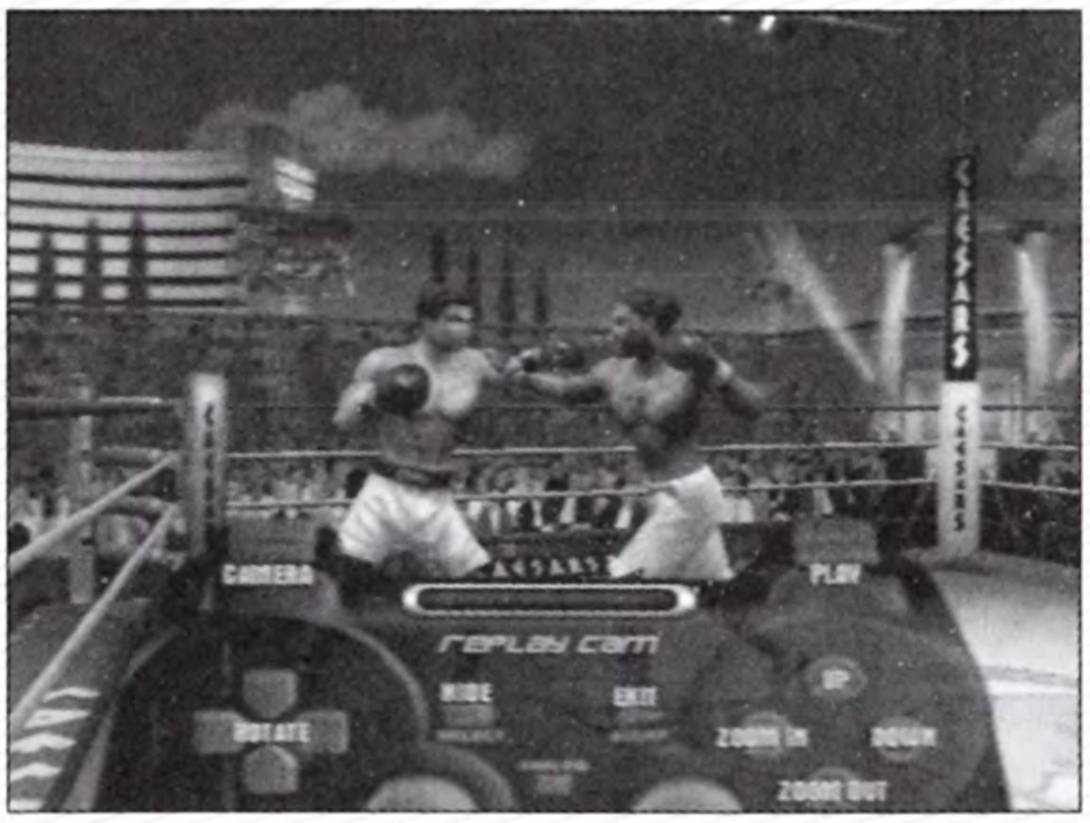
➲ To select an item from the Pause menu press the ✖ button.

RESUME FIGHT	Get back in the ring and continue fighting.
CAMERA	Select a camera angle from which to view the fight. **Close Up Camera** is the default.
INSTANT REPLAY	View the past 10 seconds of the fight and see the action from every angle and at different speeds.

EA TIP

Sugar Ray Leonard

Go for the knockout punch after delivering a low blow or cheap shot. Your opponent may fall to the canvas.



Instant Replay Screen

➲ Press the **START** button to return to the Pause menu.

REVIEW STATS — Check out the current fight stats.

CPU/PLAYER SELECT — Toggle Player/CPU control for each fighter (except in Career and Tournament modes).

HEALTH METERS — When set ON, the health and stamina meters of both fighters appear on screen during the fight. The default is set to **OFF**.

THROW IN THE TOWEL — Stop the fight at any point of the match and return to the Main menu. If you decide to throw in the towel, you are automatically disqualified (the disqualification effects your win-loss record in Career mode).

➲ Press the **START** button (or highlight Resume Fight and press the ✖ button) to continue the bout.

EA TIP

Felix Trinidad

Back away from trouble if your Health Meters are getting low, especially near the end of the round. Try to survive the round and regroup during the break.

OTHER GAME MODES

Once you have a few Exhibition bouts under your belt, take part in a Tournament or build a champion in Career mode.

TOURNAMENT

Take on a full slate of boxers in a single-elimination Tournament. You can duke it out in a field of four or eight.

To set up a Tournament:

1. From the Main menu, highlight MODES and press the ✖ button. The Modes menu appears.
2. Highlight TOURNAMENT and press the ✖ button. Next, highlight NEW to start a new tournament and press the ✖ button again. The Rules screen appears.

➲ For information on loading a saved Tournament, ➢ p. 16.

3. From the Rules screen press the D-Button or press the left analog stick ↕ to a highlight a rule (➢ p. 21) that you wish to change. Press the D-Button or press the left analog stick ↔ to change that rule.
4. When the rules are set, press the ✖ button to access the Player Setup screen (tournament tree).
5. At the Player Setup screen the boxer listed at the top of the tournament bracket is controlled by a user (human-controlled fighter). You must select a three-letter name for the user before moving on. Press the D-Button or press the left analog stick ↔ to select a letter and then press the ✖ button to accept.

EA TIP

Ruben 'Hurricane' Carter

The better your fighter's performance is during a bout, the more likely he is to rise up off the canvas after a knockdown.

- ✧ To select a fighter for a named user or CPU player, highlight the desired slot and press the D-Button ↔.
- ✧ To have the CPU select random fighters for all users in the tournament, press the **L1** button.
- ✧ To toggle from CPU to USER control, press the **R1** button. Then enter a three-letter name (if changing to user control).

6. Press the ● button when the bracket is set. The tournament begins.

To save a Tournament:

1. After you win a fight in Tournament mode, highlight SAVE from the pre-fight menu and press the ✖ button after viewing the bracket. The memory card screen appears.

2. Press the D-Button or press the left analog stick ↕ to save your tournament to MEMORY CARD slot 1 or MEMORY CARD slot 2 and press the ✖ button. Your tournament is saved in its current state on your memory card.

To load a Tournament:

1. From the Tournament screen (from the Main menu), highlight LOAD and press the ✖ button.

2. Press the D-Button or press the left analog stick ↕ to choose the MEMORY CARD slot where the Tournament was saved and press the ✖ button. The previously saved Tournament is loaded and the game picks up where it left off.

EA TIP

Roberto Duran

When your health meter gets below 50%, you'll feel your fighter's heart beating in the controller. The faster and harder it beats, the closer you are to taking a seat.

CAREER

Become boxing's next "Greatest" in Career mode. Start fresh from the ground up and rise to the top by taking on all comers. You can choose any boxer featured in *Knockout Kings 2002* or you can create one of your own.

To start a Career:

1. From the Main menu, highlight MODES and press the ✖ button. The Modes menu appears.
2. Highlight CAREER and press the ✖ button. The Career menu appears.
3. From the Career menu, highlight CREATE BOXER. Press the ✖ button and the NAME BOXER screen appears.

➲ To fight as one of the featured boxers, highlight SELECT BOXER and press the ✖ button. Press the D-Button or press the left analog stick to select your boxer and press the ✖ button again. The Career Main menu appears (setup instructions continued at *Fighting In Career Mode,* ➢ p. 20).

➲ To load a previously saved boxer, highlight LOAD BOXER and press the ✖ button.

4. From the Name Boxer screen, press the D-Button or press the left analog stick ↔ to highlight a letter and then press the ✖ button to select. Press the ● button to finish naming your boxer.
5. To create a name for your boxer's hometown, follow the directions listed in Step **4**. When you're done, the Create Boxer screen appears.

EA TIP

Evander Holyfield

When creating a boxer or sizing up an opponent, make sure to pay attention to Speed. Remember: Speed Kills!

CREATE BOXER SCREEN

Press the D-Button or press the left analog stick ↔ to change attributes

Press the **L1** button for randomly set attributes

Remaining points that can still be used for boxer's attributes

6. From the Create boxer screen, press the D-Button or press the left analog stick ↔ to select a Nickname and Weight Class for your boxer.

7. Next, select your boxer's Height/Reach and Weight/Damage attributes. Notice how the Speed, Power, and Stamina categories are affected.

8. By using your "Points Reserve," improve your fighter's skills in the Power, Speed, Stamina, Chin, Heart, and Cuts attributes (➢ p. 19) by pressing the D-Button or press the left analog stick ↔ on the highlighted attribute. When your Point Reserves reach zero, press the ✖ button to continue.

9. Next, put on the finishing touches by selecting a face, overall look, fighting stance, special punch, and more. Press the ✖ button to begin your career.

EA TIP

Fernando Vargas

You can fight your opponents in any order on each tier of the Career Pyramid. If you are having trouble getting past an opponent, try skipping him and coming back to him later when you have improved as a fighter.

ATTRIBUTES

POWER — The greater your rating, the harder your boxer punches.

SPEED — Boost your rating to improve your boxer's quickness.

STAMINA — High Stamina increases your chance of going the distance.

CHIN — Increase your chin rating so your boxer can take the hard punches.

HEART — Give your fighter that "never say die" attitude with a high heart rating.

CUTS — The lower your Cuts rating, the easier your boxer bleeds.

CAREER MODE FIGHTS

Fighter Pyramid

Press the ● button to view a boxer's stats and record

✧ An "X" appears over a boxer you have defeated.

EA TIP

Butterbean

To get an idea on how to create a competitive boxer, press the L1 button during the Create Boxer setup process and study how the CPU randomly set the attributes.

To fight in Career mode:

1. From the Career Main menu, highlight FIGHT and press the ✖ button. The Select Fight menu appears.
2. Highlight an opponent and press the ✖ button. After a brief pep talk from your manager, the fight begins.

FIGHTING IN CAREER MODE

- **The Fighter Pyramid:** In the early stages of Career mode, you must start off by fighting one of the six boxers located at the bottom of the Fighter Pyramid. Defeat four of the six, and you can move up a level. At Level 2, defeat four of the five fighters before moving on to Level 3. Defeat all Level 3 boxers, and you get your shot at the title against the champion of the division.
- **End Of Fight:** If you're good enough to win a fight, an "X" goes over that boxer's mug shot in the Fighter Pyramid indicating that you have defeated him.
- **Points Reserve:** After every victory, your fighter gets extra points added to his "Points Reserve." Be sure to use these points to increase your boxer's attributes before taking on another fighter. Keep in mind that the closer an attribute gets to 100, the more Reserve Points it costs you to increase it.
- **End of a Career:** Lose three fights in Career mode before you win the championship belt and your days as a boxer are over with. However, once you become champion your previous losses will be overlooked. Lose three fights while you're defending your championship and you'll be forced into early retirement. Successfully defend your title five times and you will retire as champ.

EA TIP

Bernard Hopkins

Be careful not to punch yourself out. Punches that miss cost more stamina than punches that connect. Also, don't let your stamina drop too much during the fight. Low stamina affects how quickly you recover your lost health and how much damage you do to your opponent.

To save a Created Boxer:

1. After you create a fighter, highlight SAVE BOXER from the Career Main menu and press the ✖ button.
2. Press the D-Button or press the left analog stick ↕ to save your created boxer to MEMORY CARD slot 1 or MEMORY CARD slot 2 and press the ✖ button. Your boxer is saved on your memory card.

To load a Created Boxer:

1. From the Career menu (from the Main menu), highlight LOAD BOXER and press the ✖ button.
2. Press the D-Button or press the left analog stick ↕ to choose the MEMORY CARD slot where your boxer was saved and press the ✖ button. Your created fighter is loaded and Career mode continues where you left off.

NOTE: You may use up to two created boxers in an Exhibition fight. To do this load your created boxer as described above and enter Exhibition mode. Your boxer(s) will be listed under the custom weight class.

OPTIONS

RULES

Change the game options to fit your fighting style.

DIFFICULTY — Fight as an AMATEUR, **ROOKIE**, PRO, or CHAMPION. The bouts get tougher as you increase the playing difficulty.

NUMBER OF ROUNDS — Set the rounds for each fight between 1 and **12**.

TIME — Set the clock speed for each round at **DOUBLE TIME** or REAL TIME. When set at DOUBLE TIME, the clock winds down twice as fast as normal.

EA TIP

Johnny Tapia

Listen for your trainer while you are out there fighting. If he thinks you have your opponent in trouble, he'll let you know.

SAVED BY THE BELL — When set to ON, a fighter who was knocked down can be saved by the bell (in the final round only). The default setting is **OFF**.

THREE KNOCKDOWN TKO — When set to **ON**, a fighter is automatically TKO'd after the third knockdown in a single round.

AUTO KO RECOVERY — When **ON**, your boxer automatically picks himself up off the canvas from a knockdown, as long as there's enough stamina remaining on his health meter. When set to OFF, you must press the ✖ button repeatedly in order for the boxer to recover from a knockdown punch.

HEALTH METERS — When ON, health meters appear onscreen during a fight. The default is set at **OFF**.

VIBRATION — When **ON**, the vibration function feature on the DUALSHOCK®2 analog controller vibrates during a fight—each vibration simulates your boxer's heartbeat and connected punches as well.

BOXERS (TOURNAMENT MODE) — Pick between **4** and 8 fighters for the tournament.

ARENA (TOURNAMENT MODE) — Select the arena to fight in.

AUDIO VISUAL

From the Audio/Visual settings, you can adjust the sights and sounds of *Knockout Kings 2002.*

SFX VOLUME — Adjust the volume of the in-game sound effects.

MUSIC VOLUME — Adjust the background music volume.

FIGHT COMMENTARY — Turn **ON**/OFF all of the voices in the game except the knockdown count.

ROUND INTERMISSIONS — Turn the intermissions between rounds **ON**/OFF.

LOAD OPTIONS

Load your options from your memory card.

To load a Options:

1. From the Load Options screen, press the D-Button or press the left analog stick ↕ to choose the MEMORY CARD slot where your boxer or tournament was saved and press the ✖ button.
2. Your options are loaded.

CREDITS

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Senior Artist: Huan Phan

3D Artists: Mike Friedrich, Jeremy Page, Jay Racelis, Erik Van Pelt

2D/FE Artist: Erik Mattson

SOUNDTRACK

"The G.O.A.T."

Performed by LL Cool J

Written by James Todd Smith, Adam Fenton and Pete Smith

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"Ovadose"

Performed by Doc Luv & Kevski

Written by Doc Luv & Kevski

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"TKO"

Performed by Hidden Masters (PKSO and The Abbott)

Written by Paul Sirate and Steve Roybal

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"Winner Takes All"

Performed by Motion Man featuring Kutmasta Kurt

Written by Kurt Matlin and Paul Laster

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"Style Tips"

Performed by Styles of Beyond

Written by T. Bashir, R. Maginn, C. Fisher

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